

Standards Conversions

HD Technology Briefing

November 22nd

Ian Ellis

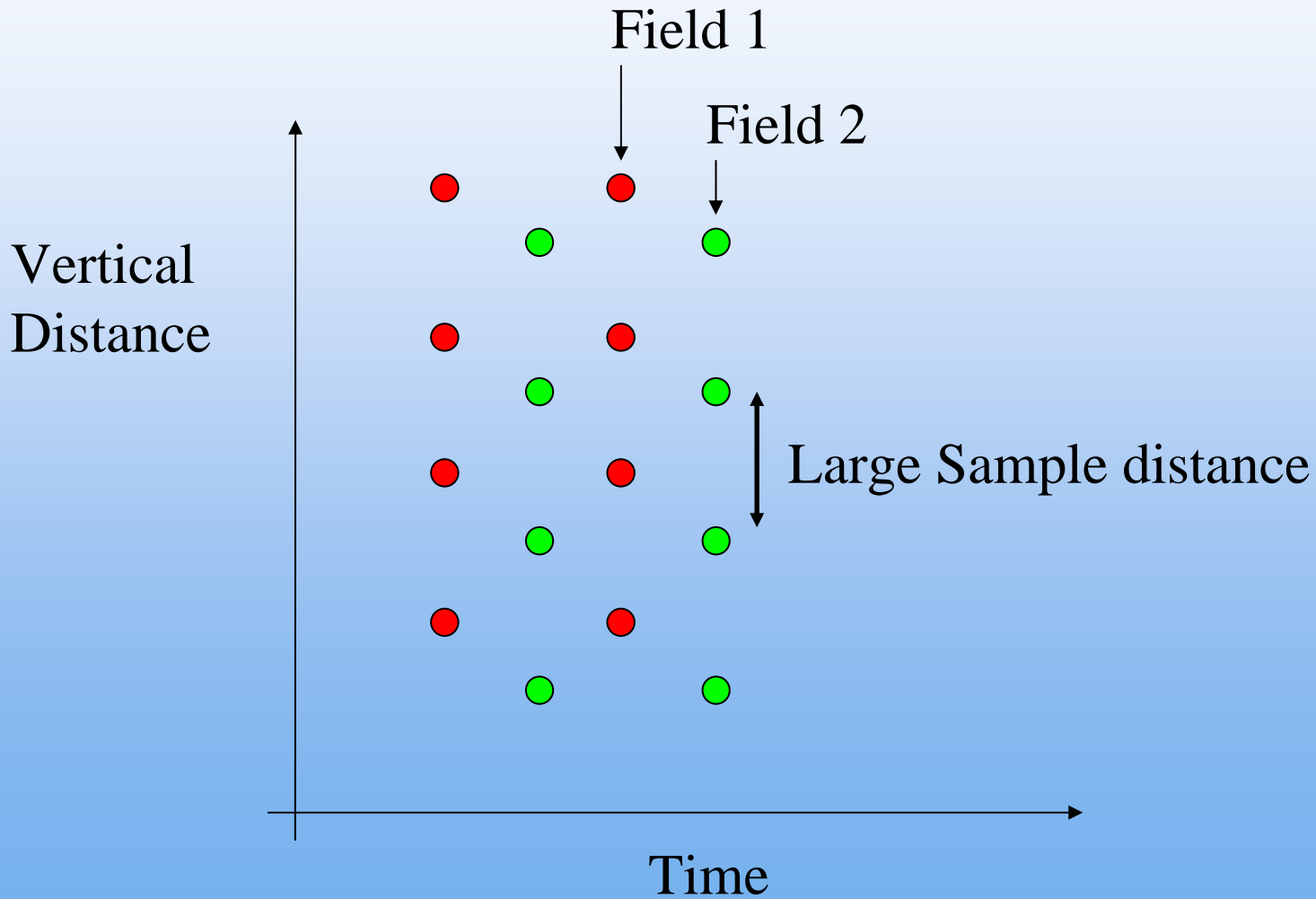
Standards Conversion

- De-interlacing
- Conversion Techniques
- Common Issues

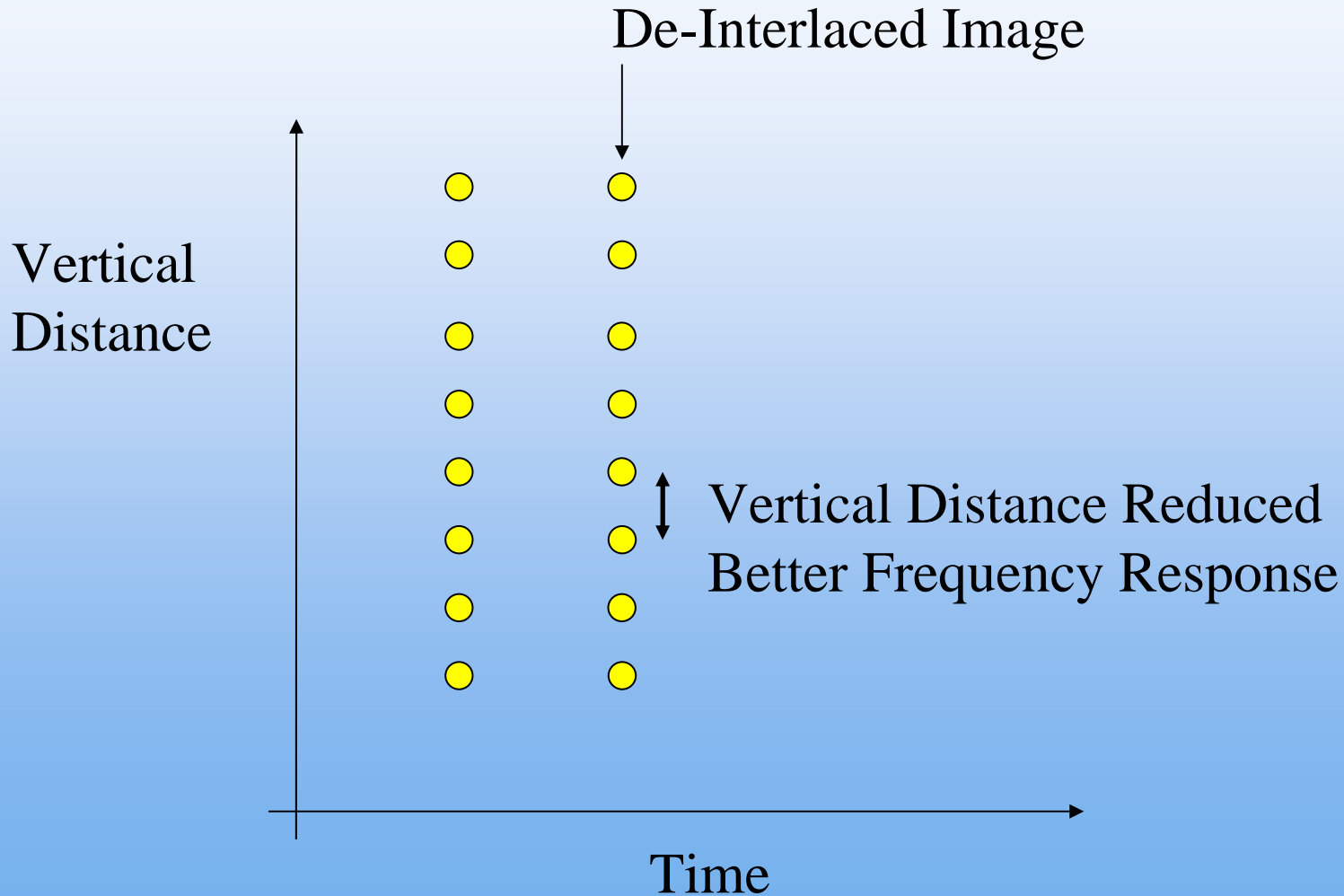
De-interlacing

- Why is de-interlacing important?
 - Progressive production standards
 - 1080 24P/sF, 720 59P, 720 50P
 - Progressive broadcast standards
 - 720 59P, 720 50P
 - Progressive scan displays
 - LCD and Plasma
 - Many Sources are interlaced
 - 625 50i, 525 59i, 1080 50i, 1080 59i
 - Maximise resolution
- It's the key to quality HD conversion

Interlace



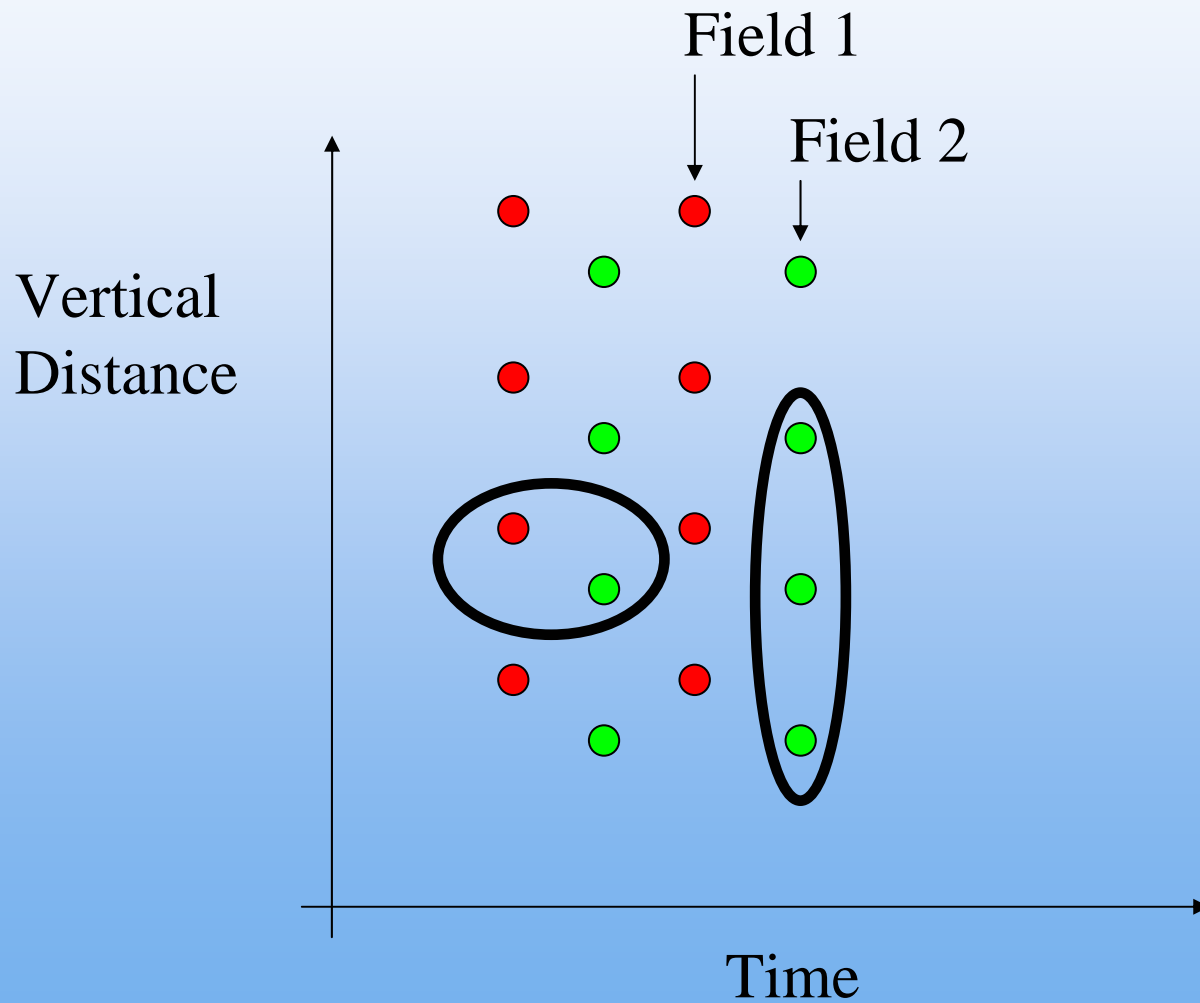
De-Interlace



Techniques: Linear (1)

- Linear
 - Bob (spatial)
 - Weave (temporal)
 - VT (Vertical Temporal)
- VT Apertures
 - Sports, Studio
 - Film, Video
- Pitfalls
 - Resolution
 - Global artefacts

Techniques: Linear (2)



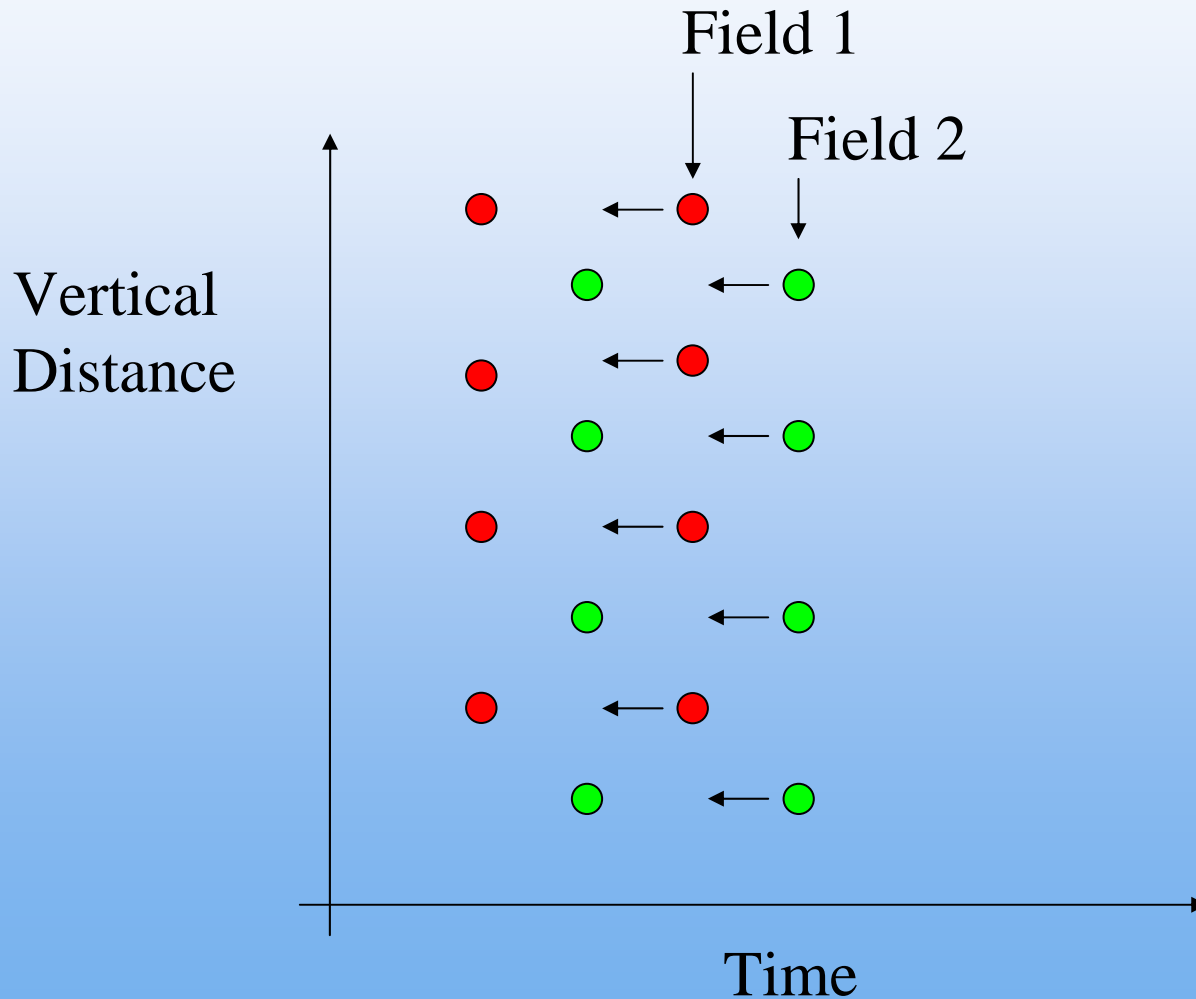
Techniques: Non-Linear

- Increased performance with movement
- Motion Adaptive
 - Constant variation
 - Global
 - Pixel
- Greater Processing Needs
 - Commercially available chipsets
 - VXP by Gennum, HQV from Silicon Optix/Teranex
- Pitfalls
 - Resolution pumping
 - Local pixel based errors

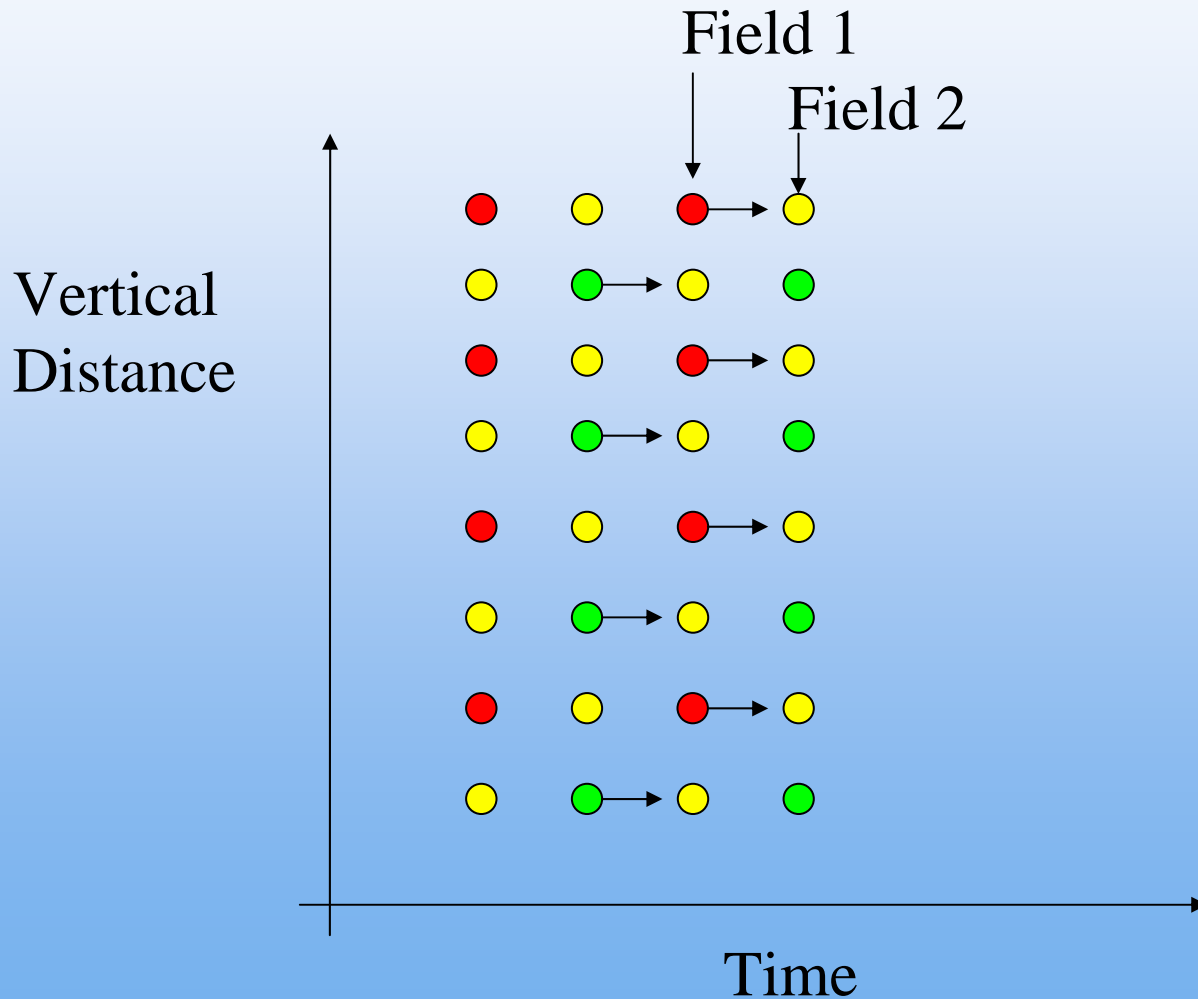
Techniques: Motion Compensation (1)

- Motion Estimation
 - Gradient based estimation
 - Hierarchical block matching
 - PhC from Snell & Wilcox
- PhC
 - Motion measurement
 - Maximises resolution
 - Sub-Pixel accuracy
- Processing needs
 - High gate count FPGA from Xilinx & Altera

Techniques: Motion Compensation (2)

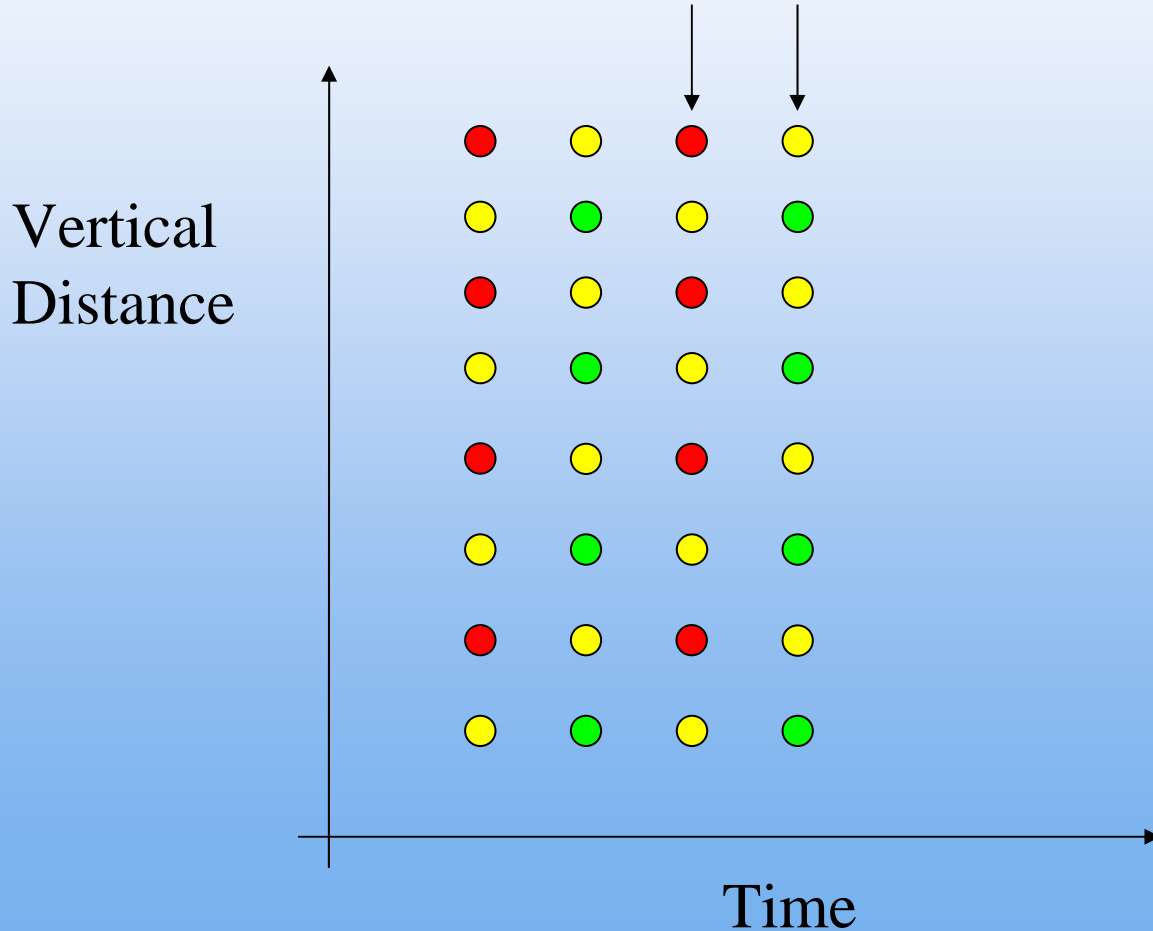


Techniques: Motion Compensation (2)



Techniques: Motion Compensation (2)

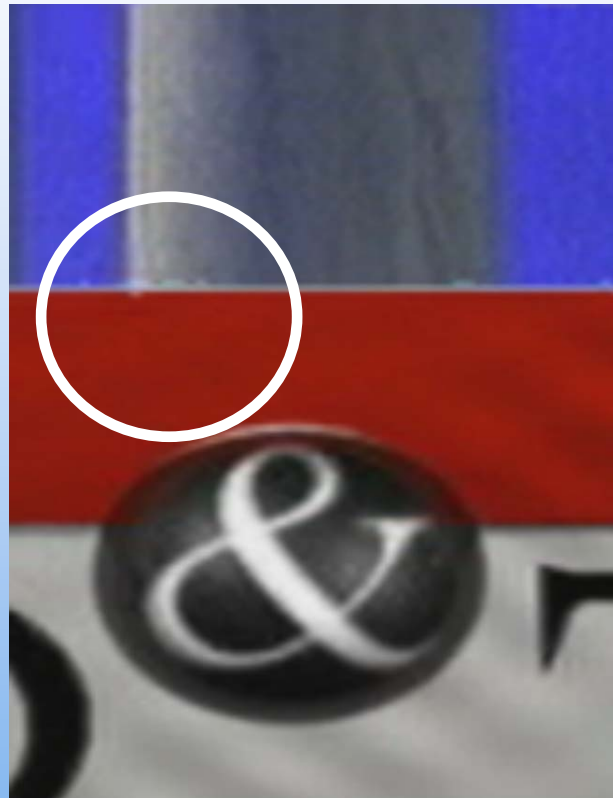
Motion Compensated Images



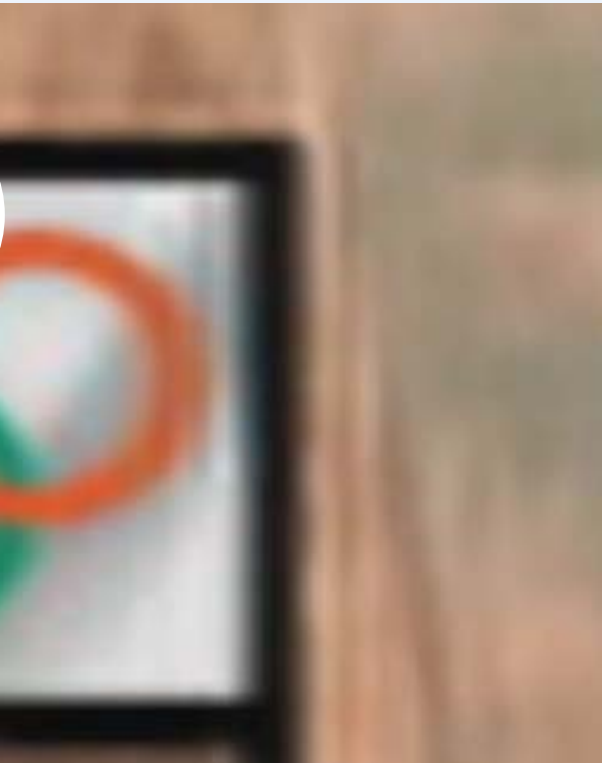
Conversion Issues

- Graphics
- Slope
- Titles
- Film

Graphics(1)

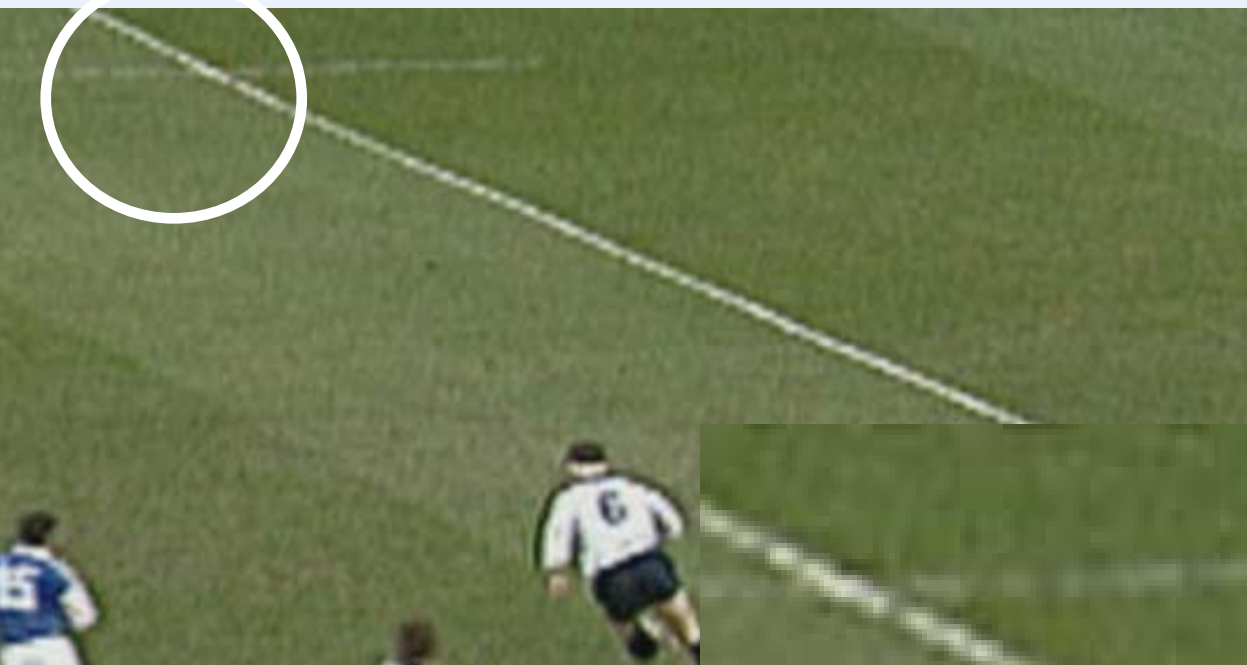


phics(2)



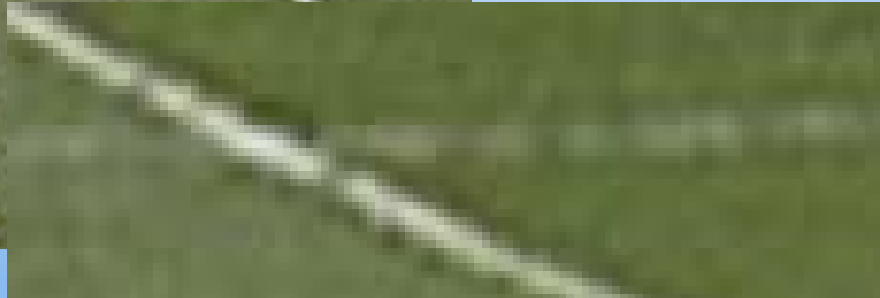
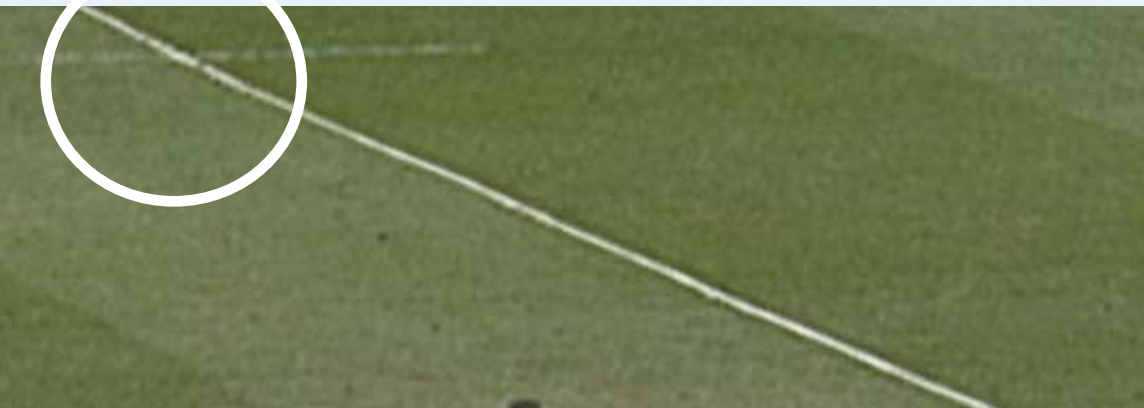
oe (1)

SNELL & WILCOX
Engineering with Vision



oe (2)

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oe (3)

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pe (4)

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es (1)

